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ENERGY = MC^2 ...THE MICHIGAN COMPUTER CONSORTIUM MAGAZINE

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JUNE 1984





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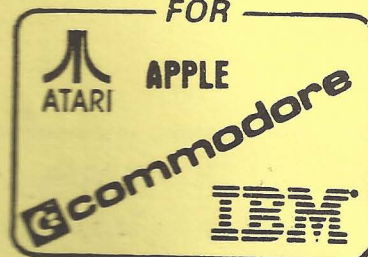
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MAY 1984
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 6 7 8 9 10 11 12
 13 14 15 16 17 18 19
 20 21 22 23 24 25 26
 27 28 29 30 31

CONSORTIUM CALENDAR

JUNE 1984

JULY 1984
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 1 2 3 4 5 6 7
 8 9 10 11 12 13 14
 15 16 17 18 19 20 21
 22 23 24 25 26 27 28
 29 30 31

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
					1	2
CHELSEA HAMFEST CMTUG	3	4	5	6	7	8
			CHAOS BASIC SIG	M36 EXEC		9
10	11	12	13	14	15	16
		HEATH SIG	FLAG DAY LACC	COMPUTERFEST	COMPUTERFEST CHAOS	
FATHERS' DAY COMPUTERFEST	17	18	19	20	21	22
			OSBORNE SIG CHAOS BASIC SIG	M36 CHAOS ASM SIG		23
24	25	26	27	28	29	30
	IUPCO (IBM PC)		CP/M SIG		APPLE LUG	

LANSING AREA COMPUTER CLUBS

Apple LUG (Lansing Users Group)
 Meets: Last Saturday (1 week earlier in May) 9:30 am
 Erickson Hall, MSU
 Contact: P.O. Box 27144, Lansing, MI 48902
 353-6880 (days); 351-1516 (evenings)

CCUG (Color Computer Users Group)
 Meets: East Lansing Public Library, 950 Abbott, E.L.

CHAOS (Capitol Hill Atari Owners Society) (MC2)
 Meets: Third Saturday 9:30 AM
 Foster Community Center, 200 N Foster, Lansing
 Contact: Ike Hudson 351-3092

CHAOS Assembler SIG (MC2)
 Meets: 3rd Thursday
 (April meeting at Mike Caterino's house -
 contact Mike at 371-3678 or 337-0248)
 Contact: Wendell Proudfoot 371-3678

CHAOS BASIC SIG (MC2)
 Meets: 1st and 3rd Wednesdays 7:00 PM
 Foster Community Center, 200 N Foster, Lansing
 Contact: Mike Aldrich 394-2412

CMTUG (Central Michigan TRS-80 Users Group) (MC2)
 Meets: First Sunday, 1 PM
 Library of Michigan, 735 East Michigan, Lansing
 Contact: Sky Tribell 349-1857

LACC (Lansing Area Commodore Club)
 Meets: Second Thursday, 7:30 PM
 All Saints Episcopal Church
 800 Abbott, East Lansing
 Contact: Jae Walker (president) 351-7061

M36 (Mid-Michigan Microcomputer Group) (MC2)
 Meets: Third Thursday (usually), 7:30 PM
 East Lansing Public Library, 950 Abbott, E.L.
 Contact: Dave Chun 394-6318
 Executive Meetings:
 First Thursday, 7:30 PM
 Beggar's Banquet, 218 Abbott, East Lansing

M36 CP/M SIG (MC2)
 Meets: Last Thursday, 7:30 PM
 Foster Community Center, 200 N. Foster, Lansing
 Contact: Greg Martin 484-5850

M36 Heath/Zenith SIG (MC2)
 Meets: 2nd Wednesday, 7:30 pm
 All Saints Episcopal Church
 800 Abbott, East Lansing
 Contact: Bill Goodwin 349-9657

M36 Osborne SIG (MC2)
 Meets: 2nd Wednesday, 7:30 pm
 East Lansing Public Library, 950 Abbott, E.L.
 Contact: Jim Pease 332-8746

TJ Users Group
 Meets: 2nd Tuesday
 Naval-Marine Corps Reserve Center
 1620 E. Saginaw, Lansing
 Contact: Steve Bennett, 377-1676 (days), 394-1439 (eves)

U.P.C.O. (Unknown Personal Computer Organization--IBM PC group)
 Meets: 4th Tuesday, 7:30 PM
 Contact: Dick Janson 323-7000 X 224 (days), 675-7453

NOTE: Clubs which are members of the Michigan Computer Consortium are designated by (MC2) following their names.

ABOUT ENERGY

ENERGY is published monthly by the Michigan Computer Consortium (MC²), P.O. Box 1302, East Lansing, Michigan 48823. **ENERGY** is distributed to members of the computer clubs affiliated with MC², and is sold at finer local retailers.

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ABOUT THE MICHIGAN COMPUTER CONSORTIUM

The Michigan Computer Consortium (MC²) was formed in 1983 to sponsor joint activities involving computer clubs affiliated with MC². Current members of MC² are:

CHAOS (Capitol Hill Atari Owners' Society)
CMTUG (Central Michigan TRS-80 Users' Group)

M3G (Mid-Michigan Microcomputer Group).

Information about each of these clubs is published elsewhere in **ENERGY**.

EDITORIAL BOARD

Dennis Cullinan (CMTUG) 351-2175 Editor

Ike Hudson (CHAOS) 351-3092
Rob Peck (CHAOS) 887-0327
Joe Werner (M3G) 337-7415

ADVERTISING

Advertising in **ENERGY** is an economical way to promote your products or services to a key audience involved in personal computing. Three sizes of ads are available: business card, half-page, and full-page. Advertising space is limited and controlled, so that ads will never get "lost". Camera-ready copy is needed by the 15th of the month preceeding publication. For more information, contact the Editor.

ARTICLE SUBMISSIONS

Persons wishing to submit articles are encouraged to do so! Articles may be submitted electronically via CompuNet, or in camera-ready form (3.5 inch columns, 16 characters per inch), or in other forms. Contact any member of the Editorial Board. The deadline for all articles is the 15th of the month preceeding publication.



ENERGY = MC²...THE MICHIGAN COMPUTER CONSORTIUM MAGAZINE

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If a store doesn't advertise, then let them know that you would like to see their ad in our newsletter. If they hear people tell them, then they will eventually get the point and advertise.

The real question is "Why buy local if you aren't getting any advertising support?" The answer is "I don't know of a good reason."

M3G

VIEW FROM THE TOP
by David T.W. Chun
President, M³G

By the time you read this, Tom Stillwell's presentation will be but a memory to those of you who attended. If you weren't there, it was great to hear that a new version of MSTAT will be out soon (late June/July ?) that will permit data entry of other than integers. Hope Dr. Nissen can get away from culling raindeers long enough to get this new version out before I'm gone.

The next meeting is June 21 at 19:30 (7:30 pm), a third Thursday of the month! Our guest speaker is none other than our own Steve Kovitz. He will be returning from the Consumer Electronics Show and will be reporting on the latest and greatest in the area of computer electronics. Be warned however, last time someone gave a presentation of this nature, I wound up buying a new printer.

The following month in July (exact time will be announced later) we are getting back to basics. No, not BASIC, but COBOL. Lee Hodges has COBOL up on his Radio Shack machine and I guess he wants to revive one of the ancient languages--sort of like taking Latin for a semester.

Just as an addendum: (1) Are there any 'Coleco Adams' people out there? I know a lonely 'Adam' owner who would probably like to get in touch with other 'Adam' owners (no, he's not looking for an Eve; and I'm not starting a match-making business). (2) Tele-communications is such a big thing now and so the question must be asked--how come we don't have a SIG on the subject. If anyone is interested, let's huddle around after the program next meeting and talk about it. (3) Greg Martin's CP/M SIG has settled on the disk formate for the library. For 8" disks, single sided single density. For 5 1/4", the Osborn formate will be used (now you know why so many of us are intersted in the Uniform program).

H/Z SIG NEWS
by Bill Goodwin

Were you there? At the Computer Faire, that is? It was quite a success! There was a good sized crowd from opening to closing times. (I brought a newspaper with me to kill time but never got to touch it.) My travels took me to the Commodore and Apple rooms but I never did get to Radio Shack and Atari. Saw my first Mac in the Apple room but never got to play with it. There was a Hewlett-Packard plotter in the M3G room. It was doing some really nice work. What a great toy it would make! Only \$1895. At one time during the day the M3G room looked the back room of a computer dealer. There was an IDS printer having its ribbon mechanism fixed on one side of the room and an Osborne with its innards exposed on the other side. (Apparently the Mark-8 ran all this time with out a hitch, the little show-off!)

A PDP-8 on exhibit at the show was labelled an 'antique'. There was a time I would have considered it a very sophisticated machine. The first computer I saw was all tube, had only a magnetic drum for memory, and may have been only 4-bits. The thing was made by Hughes aircraft and was part of the fire control system on the F-106. It ran everything on that plane. That is, when it was working. Quite unreliable.

After the success of this years Computer Faire I would be very surprised if there is not another one next year. What fancy demo are you going to have ready for your machine next year?

According to Buss, the Z-89 and Z-90 are no longer to be sold retail but only via large contracts. Nothing was said about the availability of the Heath kit versions.

Our next meeting will be Wednesday, June 13th at All Saints church in E. Lansing. Claude Watson will provide the program that evening. He will be demonstrating several programs for the creation and editing of graphic images for the '-100. The tentative topic for the July meeting will be "Hints & Kinks". (interesting little gimmicks taken from bulletin boards, magazines, newsletters, etc.)

I have recently joined an MS-DOS users' group called SIG/86. They have a bulletin board, software library, and put out a pretty good newsletter. I am sitting here with the May edition which consists of 30 pages of text and 9 pages of source listings. The contents include such articles as "Nesting Batch Files" and "Random Number Generators". The random number article includes source code in C and assembler. I will try to have copies of newsletters at the next meeting for those who may be interested.

M3G

AROUND THE INDUSTRY

by

Joe Werner

Let me open this with a correction. In my last article, I reported that the new HP portable (the HP 110) would be introduced soon. It was. I reported that it would have an 80 by 24 Liquid Crystal Display screen. It doesn't. In fact, it has an 80 by 16 LCD display which acts as a window on an 80 by 40 (approximately) page.

My sources for this article are various trade publications and "scandal sheets", as well as rumors from people in the industry. In this case, the article I took the information from was simply wrong in its speculation, and the usually-reliable sources I checked it with gave me to believe that it was accurate. I'm sorry if I misled anyone.

Nonetheless, the HP 110 is now released, and there may be one on display in town soon. We'd like to get one shown off at an M3G meeting as soon as possible.

Incidentally, the Apple IIC was in fact introduced on schedule as I mentioned in my last article. There was even one on display at the Computer Faire. I was impressed with the packaging, and hope to get a chance to get a bit nearer to one sometime soon.

This article will be a bit short. My usual sources are trade publications, but this month the publications are stacking up unread. (It's the middle of May as I write this, and I'm still on the April BYTE!!) You see, we moved at the end of April, and getting settled in our house is taking a bit of time. I promise that I'll get back to it soon.

One interesting event happened as a result of the move, though. I shut my system down a few days before the end of April, packed it up, and ferried it over to the new address. There, I stacked it in a corner, intending to get at it soon. But the first time I cabled it up and plugged it in was at the Computer Faire! And it worked!

Now for those of you used to buying fully-assembled, warranted, and working computers, like Apples, Commodores, Ataris, IBMs, or the more recent TRS-80s, may think that that was to be expected. But my system is eight years old (a veritable antique by today's standards), was built from a kit, and has been non-functional more than it has been functional during its lifetime. To be able to say that it's working is no small miracle.

And so, when I got the system home, I pressed my luck. I cabled it up, and plugged it in (through an adapter, since this house doesn't have grounded outlets -- yet). And, wonder of wonders, it worked again!

Unfortunately, I am now stuck in a location where I can't easily hook my modem up to a phone

line. So please don't look for me on the local bulletin boards for a while. Messages are best delivered by phone for the duration. And until I get a grounded outlet, I'm a bit hesitant about using the computer too much.

But expect that this article will be back next month, with more comments and scuttlebutt about the industry. And somehow, I'll keep my computer working until then. I promise.

[The following news is taken with some editing from the latest issue of Northern Bytes (Vol. 5 No. 3), published by Jack Jester of Sault Ste. Marie, Michigan. Jack can be contacted locally through The Alternate Source, Lakeside, Michigan. -JWW]

UNICORN HUNTERS ARE "USER FRIENDLY"

The Unicorn Hunters of Lake Superior State College have included the phrase "user friendly" among the words and phrases on their tenth annual dishonour list of words and phrases banished from the Queen's English for mis- or over-use, as well as general uselessness.

According to coordinator Edward C. Loyer of the University of Michigan, "user friendly" comes "from the same folks who have given us 'up' meaning functioning and 'down' meaning broken."

The Unicorn Hunters further note that "a light switch which glows in the dark is 'user friendly'. A corkscrew is not. Mr. Loyer is concerned not with the 'user' but with the 'friendly'. 'Is this to give me the urge to take a particular system to lunch, or to find some alternative way to get intimate with it? Are there also systems or machines that are "user-unfriendly"?"

Actually, the term "user friendly" wasn't the number one banishment for the year 1984. That honor goes to the term "high tech", which is said to be "used by politicians, advertisers, and educators to signify nothing except a vague jumble of concepts which they favor. Its most important contribution to the world of jargon is its potential for grammatical formulations. Does one use high tech like a wrench? Or operate it like a bulldozer? Practice it like a religion? Was high tech invented, developed, discovered, or manufactured?"

For a copy of the 1984 banishment poster (price 50 cents), or further information about the Unicorn Hunters, phone (906)635-2315 or write Unicorn Hunters, c/o Lake Superior State College, Sault Ste. Marie, Michigan 49783.

M3G

THE SECOND ANNUAL LANSING COMPUTER FAIRE

by
Lee Hodges, Vice President, M3G

May 12th was the date of the Foster Community Center Computer Faire. This fair was sponsored by Michigan Computer Consortium and Lansing Parks and Recreation Department. I was asked to be coordinator again for M3G and was pleased with the response from our club members and SIGs. The wide range of machines represented was well received by the people attending. Most people had never seen a computer with the covers off and were impressed with what they saw. Frank, Joe, and I had the covers off our machines. Frank Dolinar brought a PDP 8/S, an all transistor machine he purchased as a conversation piece. Joe and Ginny Werner brought their IMSAI; this was the first time it had been together after the big move. Ginny used the time to update mailing lists. Thanks also to our SIGs, Heath/Zenith SIG, Osborne SIG, and CP/M SIG, for their help with the show. We were busy all day talking to old friends and new friends. These type of events help to present our club to the public as a place to get help and information. The total for our club during the day was two new members and one renewal. So with that note, I personally will mark the day a success, as will all those who participated this year. I am looking forward to next year.

As I was cleaning my den and getting ready for the Foster Computer Faire, I ran across the M3G Statement of Purpose. Joe Werner suggested that we print it in ENERGY for the new members of our club, and as a reminder of our high goals for our older members. - Lee Hodges, V.P., M3G

STATEMENT OF PURPOSE for the MID-MICHIGAN MICROCOMPUTER GROUP

1. To exchange and disseminate information and other resources among the members concerning the computer arts and sciences.
2. Among our activities shall be to support members interests in the exploration, study, design, purchase, building, programming, operating, and application of computers.

A Matter of Perspective

by
Virginia Werner

Reading Frank Dolinar's article in May's Energy started me on some interesting reflections. Most of us know that things that can be stated simply are often complicated to do. On the other hand things that are difficult to describe are often easy to do. As Frank said simple programs get out of hand. And how many times have you given up on explaining how to do something and then showed how it could be done in a couple of minutes.

And yet we all know that simple things can be made more complex. For some people doing things the hard way is the very breath of life. They ride their bikes sitting backwards in the saddle, they find the most devious way to work, and they find the "neat" way to write code that then isn't readable by anyone but them. They also paint their houses while hanging by their knees from the ladder because "it's more of a challenge!"

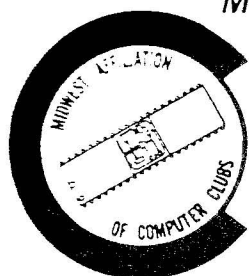
Sometimes we make things more complex because we are not looking at them from the proper perspective. I've written 20 or 30 lines of code that do something and felt pretty proud of myself. Then someone comes along and writes the whole thing in 5 or 6 lines. Sometimes I've been the one who comes along later - often not even two hours later - and find an easier way of doing something.

And so I say to Frank: complications aren't always there - sometimes we just can't see the forest for the trees.

CHELSEA HAMFEST SCHEDULED

The Chelsea Hamfest is scheduled for Sunday, June 3, 1984, at the Fairgrounds at Chelsea, Michigan. The Hamfest will be open from 8:00 am to 2:00 pm. There is a \$2.50 admission charge.

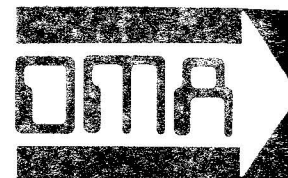
Because of its proximity to Ann Arbor, the flea market at the Chelsea Hamfest is expected to include some interesting computer parts or accessories. Hamfests are often of interest to the hardware hackers among us.



Computerfest '84

Dayton, Ohio

June 15-17



DAYTON MICROCOMPUTER ASSOCIATION, INC.

Welcome! This flyer contains the most recent information on Computerfest '84, the ninth annual convention of computer hobbyists sponsored by the Midwest Affiliation of Computer Clubs. Your hosts for Computerfest '84, the members of the Dayton Microcomputer Association, are hard at work on the final details of what will be a memorable weekend. Look at what we have planned:

- Forums, panels, and mini-courses
- Flea market and commercial vendors
- Public domain software distribution
- Computer film and video program
- Club and special exhibits
- Door prizes and contests
- Hospitality suite

Regardless of which computer you have or what you do with it, you'll find something of interest at Computerfest '84. Come join us!

Flea Market

Bring your surplus hardware and software to our indoor flea market. The cost is just \$12 per space for one day or \$20 for both days. This includes an 8-ft table and one admission ticket to Computerfest. Space is limited, so reserve yours now!

Lodging

The convention will be held in the Dayton Convention Center & Stouffer's Dayton Plaza Hotel complex in downtown Dayton. Special convention rates (for rooms with 2 double beds) are \$55 per day, plus tax, regardless of occupancy. Stouffer's is connected to both the convention center and parking garage by elevated, enclosed walkways, and will house the hospitality suite and other parties. Write us for registration envelopes.

Registration

Advance tickets are available by mail from the convention and from selected hobby computer clubs in the Midwest. Plan now to attend the area's best hobbyist convention. Tickets are only \$5 until May 31, then \$6 during June and at the door.

If you have advance tickets, be sure to stop by the registration desk at the convention and pick up your program book and other information.

Information

To obtain further information, or to buy advance tickets or flea market space, write to:

Computerfest '84
P.O. Box 24505
Dayton, OH 45424

Schedule

This preliminary schedule should serve as a guide to what will be happening and when. It's not complete, however; even more topics and activities remain to be scheduled!

Friday PM

Friday evening will be a relaxing beginning to the weekend for those coming from out-of-town. The hospitality suite will be open, with films and a seminar or two possible.

Saturday AM

The commercial exhibits and flea market will be open beginning at 9:00. Films and other activities run all day. Seminar topics include:

- Introductory & Advanced CP/M
- Introductory & Advanced Forth
- The Early Days of Hobby Computing
- How to Rate Computer Graphics Systems
- Surviving Computer Widowhood
- Packet Amateur Radio

Saturday PM

- Home/Personal Computing Fundamentals
- Pascal and Structured Programming
- Electronic Cottage Industries
- Microcomputers and Foreign Language Learning
- Computer Music
- Introduction to Industrial Robots
- Computer Ethics
- Computer Spreadsheets
- How-to Session for Club Newsletter Editors

Exhibits and flea market close at 6:00. Films and hospitality suite open till ???.

Sunday AM

The commercial exhibits and flea market will be open beginning at 9:00. Films and other activities run throughout the day. Seminar topics include:

- Local Area Networking
- Disaster Avoidance in Computer Acquisition
- Bulletin Board SYSOPs Panel
- User Group Meetings
- MACC Trustee Meeting

Sunday PM

- Floppy Disk Formats
- NewsNet and CBC '84
- Sinclair/Timex Demonstrations
- User Group Meetings
- Prize Drawings & Closing Ceremonies

Exhibits, flea market, and all other activities close at 4:00.

Some Simple Comments About Complexity

by

Joe Werner

In the last issue of Energy, Frank Dolinar wrote an article on complexity versus simplicity. Elsewhere in this newsletter is an article in response to Frank's, but I'd like to get my two cents' worth in, also.

In Frank's column, he recounted an episode about trying to produce Rolodex cards by computer. (We probably ought to recognize Rolodex as a trademark, incidentally.) This episode was a springboard for the question of how complexity arises from things which at first appear to be so simple.

It's my theory that simplicity and complexity are not always opposites, but can both be present in the same system, depending on how you view the system. (By "system" here, by the way, I am not referring to a computer system, but rather any aggregation of related components which we may wish to examine. This is "system" in the sense of system analysis.)

Let's examine for example the problem Frank described in his article. Certainly, when you have a name-and-address database on a computer, it is simpler to use that database than to produce Rolodex cards from it. However, the use of a Rolodex is usually simpler than firing up the database every time you want to look up a telephone number -- especially if you are in the middle of something else or your computer is down. Depending upon how you look at it, more complex is simpler.

Sometimes complicating an issue can make it simpler. Take further from Frank's example. He was confronted with having to feed some 200 Rolodex cards into his printer by hand. That's no fun at best, and impossible if your printer can't accept friction feed forms. So you can, as Frank did, cast about for continuous-feed Rolodex cards. Or you can add a level of complexity, haul out continuous form mailing labels you already have for other purposes, print the information on the labels, and stick the labels onto Rolodex cards. A more complex two-step approach, but simpler than ordering the continuous-feed cards, waiting for them, using them, tearing them down, and storing the excess.

And so we see that the simpler solution is often more complex than the more complex one, and that by adding complexity, we can simplify a problem.

We should also recognize that simple questions produce the most complex answers. As an illustration of this, the reader should consider the following simple questions. (The answers are left as an exercise for the reader.):

"What is a computer?"

"Why is there air?"

"How do we prevent Global Thermonuclear War?"

Dateline Dayton, Ohio, April 26, 1984

by

Lee Hodges, Vice President, M3G

How does one get out of helping Joe Werner (the only person in our computer club to actively seek the office of past president) move all of his worldly goods from one part of town to another? Simple. One only has to arise at three a.m. and make the annual trek to the Dayton Hamfest. I have not been to the Dayton Hamfest for about five years, and decided that it would be good to experience this event again. I think experience is the correct word for this giant gathering. Having left Lansing at about three in the morning with one side trip to pick up my co-worker and partner in this folly, Dan Gray, and one grand tour of Lima, Ohio, (I missed a road sign) we arrived in Dayton about 9:30 in the morning. The first thing we encountered on arriving in town was about a three mile traffic backup right off the expressway. The problem turned out to be one light out of sync with the rest. We found a parking spot about a half a mile from the entrance to Hara Arena, the home of the Hamfest. I have been to the Dayton show before but Dan hadn't so I somewhat knew what to expect.

After Dan had recovered from the shock (he thought it would be like Grand Ledge) he estimated the crowd at 15,000. I think he was low but it was hard to tell. We left the Hamfest when it closed at 5 p.m. and in all that time we sat down all of ten minutes to eat lunch. There was so much to see and so many things to haggle over that it will be hard to convey the amount of equipment for sale and trade at this show. Inside the exhibit hall there were 400 booths filled with parts and equipment from amateur radio and electronics dealers. Outside the arena in the parking lot was the flea market. The area taken by the flea market is about double the space taken by the arena. I feel that if one looked hard enough one could find anything one needed. [Anything??? -- jww] I was able to buy 16K memory chips for 60 cents each. There must have been a truck load of oscilloscopes in the flea market along with another truck load or two of 8 inch disk drives. I almost bought a tape drive, but I did not. It was nice, 800 or 1600 bpi, all of the manuals, and only \$50 or maybe \$40 as the day progressed. But it was NRZI only and I didn't need another project to interface, and, well, I didn't want to carry it a mile back to the car. All in all Dan and I had a good time and I am looking forward to making the trip again maybe next year. By the way, Dan and I still haven't figured out why we didn't buy that Integral Data IP-225 printer for fifty bucks, and I bet the guy would have taken forty for it just so he wouldn't have to carry it home and someone could have used it and



Patching WordStar

Tom Stilwell

Why patch your WordStar when it isn't broken? Well, in this case patching refers to the process of customizing WordStar to fit your particular printer and word processing habits. One of the reasons for the popularity of WordStar is its ability to be customized for a wide range of word processing requirements.

WordStar has two basic types of patches that can be done using the INSTALL program. The most basic customizing permits you to set up WordStar for your specific printer and communications protocol. This is the minimum needed to to print a simple letter or report. Version 3 of WordStar also permits the user to select certain default parameters that come into effect when WS.COM is loaded. All of the customizing done at this level is menu driven. Most dealers stop at this point and deliver WordStar only partially installed. But the best part of WordStar hasn't even been touched!

The second level of patching or customizing involves all of those neat little tricks you know WordStar should do. For example, you know your printer can do compressed print and italics but you can't figure out how to make WordStar switch these features on and off. If you read the WS manual you will come across references to the user defined functions of ^Q, ^W, ^E and ^R. These function keys are just sitting there waiting for you to enter the special codes needed to switch compressed print on and off. After you have patched the proper control codes for your printer just press ^P^Q and your printer will suddenly switch to compressed print. Then a simple ^P^W returns the printer to normal print. A ^P^E can turn on italics and ^P^W return the printer to normal print again. But what about that ^R. What can you do with that? That's the best trick of all, but I'm saving that for the meeting.

There are a large number of special function keys that can be patched to control special features of your printer. This column is being printed with WordStar patched so that ^P^N turns off proportional spacing on the printer. That permits the meeting schedule

to be printed without distortion of the column alignment. The color change function key (^P^Y) has been patched to turn expanded print on and off. The superscript function key (^P^T) has also been patched to turn the printer justification feature on and off. The special function key (^P^R) has been patched to allow printing two columns side by side. With all those special patches installed how can I do normal word processing? Just make another copy of WordStar! For a particular application the user only needs to choose the WordStar with the desired patches.

In addition to controlling printer functions it is also possible to change certain characteristics of WordStar itself. By typing WS FILENAME it is possible to load WordStar and directly enter the file FILENAME in document mode. But if you're a programmer this would be a disaster. Programs must be edited with the non-document mode. By changing the proper patches WordStar will automatically load and open a file in the non-document mode. Or perhaps you use WordStar for data entry. By changing a couple of patches WordStar will automatically send output to a disk file, put commas between fields and place quotation marks around the fields in a record if needed. Remember all those yes/no questions you have to answer when you print something? Well you can change those default values to your most common answer. Then you only need to press ESC after the file name to print and all those favorite choices are automatically selected. If you normally print letters then it would be nice to have the page numbering feature normally off without the need to enter a dot command to turn it off each time. That's just another patch folks.

**** COMING MEETINGS ****

* June 20	Patching WordStar	*
*	Tom Stilwell-Dave Webb	*
*	Chameleon demo	*
* July	Copy Session !!!	*
*	bring your own!	*

* E. Lansing Public Library - 7:30 PM *

OSIG is the Osborne Special Interest Group of M3G. All OSIG meetings are open to the public. You are welcome to bring your computer, also. Public domain software is available for copying at no charge to OSIG members. M3G-OSIG Membership dues are \$14.00 per year.

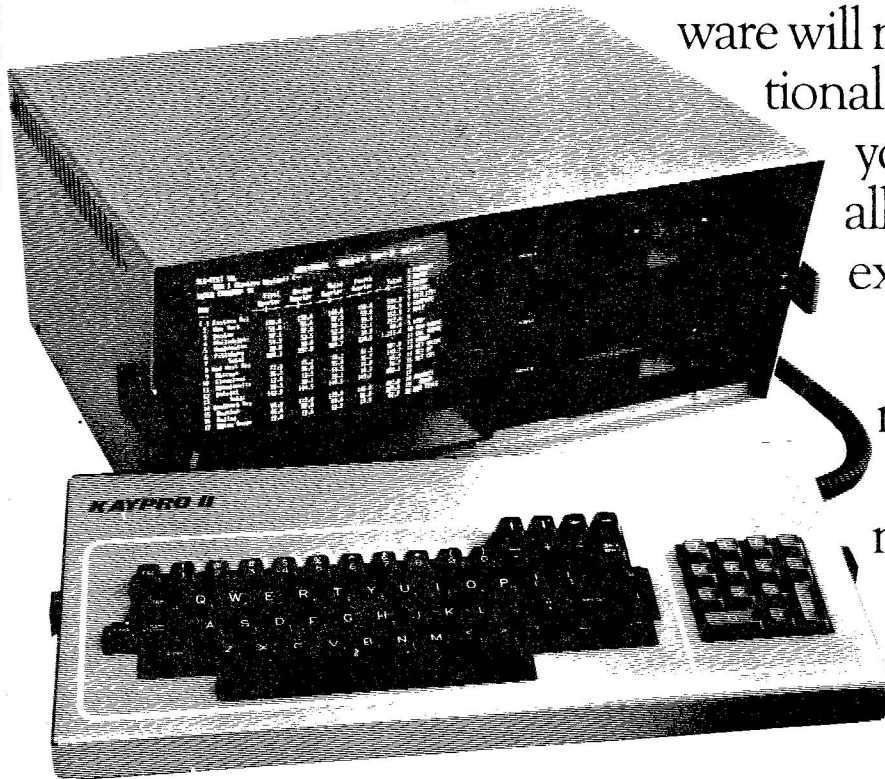
OSIG Steering Committee

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M3G

CP/M Corner by Greg Martin

Additions to the library:

With the help of Bill Kelly who runs K&K Accounting and the the Computer Shoppe in Eaton Rapids (as well as being an Eaton County Deputy Sheriff and commercial pilot!), we will soon have updated our SIGM library, probably another 15 disks, and the Piconet library, another 30 to 40 volumes. Computer Options and the Computer Shop will be cooperating in maintaining full libraries for the general public, as well as graciously providing updates to the M3G CP/M Sig library. MS-Dos users note: they are also acquiring an extensive MS-Dos library, 100 disks or so. For information, give them a call.

We are gradually accumulating both eight and five inch diskettes for the club library as people pay their Sig dues (three five or two eight inch disks), and I am copying over the library to club disks as I get requests for individual volumes. This way the volumes available for circulation are ones that at least someone is interested in. Many people have made requests to obtain copies of the library listings. I'll make a point to start bringing circulation copies on club disks to the M3G and Sig meetings.

Plea to members and the public:

Anyone having access to usable diskettes being retired from backup cycles, etc., is encouraged to donate them to the CP/M Sig for library use. Although currently "our" library resides on disks owned by Computer Options, our goal is to move it to club owned disks in both eight and five inch formats so that it can be circulated to M3G members. I want to get out of the copying business!

Note: Special thanks are due Joe Werner, president emeritus of M3G, whose eagle eye spotted a large quantity of eight inch diskettes on their way to the dumpster. Needless to say, some of these have been donated to the library, and Joe and Ginny are now paid up members in perpetuity.

Public Domain C Compilers:

Joe has also donated to the club a version of Small C and the "ED" text editor first published in Dr. Dobb's journal. Although not in the CP/MUG or SIGM libraries, these items are in public domain and are

available for circulation. C is the language currently being used to write both applications programs and system software for many of the new cpu's. Because it is powerful, structured, and portable, C is the "in" language of the day. "ED" is a fairly flexible screen editor written in C. I have brought up an enhanced version on the TRS80 4p, and it works quite nicely. Either version is a vastly more powerful as a programming editor than either the CP/M editor "ED", or Wordstar. I recommend this public domain package to anyone doing more than casual programming on a CP/M machine.

Meeting Times:

The CP/M special interest group continues to meet on the last Thursday of the month at the Foster Community Center at 7:30 pm. The next two meetings will be June 28, and July 26. Public domain software and the internals of CP/M continue to be the major topics.



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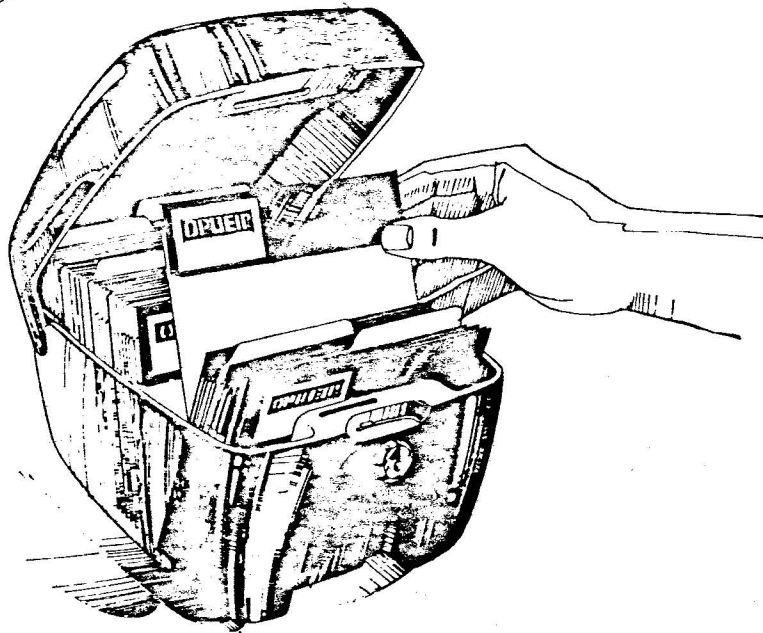
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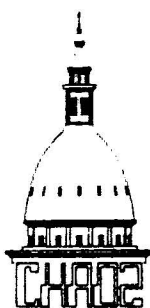
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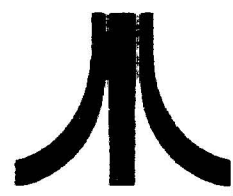
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QUESTIONS AND ANSWERS

A SERVICE OF CHAOS, FOR CHAOS MEMBERS, BY CHAOS MEMBERS

QUESTION - I am considering the purchase of a light pen or pad like the Koala pad. Which is better?

ANSWER - Either, Neither or Both!

That is what I call a loaded question. Each has nice features and each has disadvantages. It will depend on how you plan to use it. I am prejudiced toward the pad over the light pen. There are several good pads on the market. I know the Koala has good software. A pad allows tracing, a large variety of colors, is easy to control, and offers quicker response. Some light pens have educational software available for them and makes sense to small children who can see what they are doing.

The only pen that I have personally seen that I would consider is the Atari light pen. The others that I have seen demonstrated have serious software problems. In some cases you are not drawing where you point on the screen. I would want to see a demonstration of everything I planned to use it for before I bought one.

There are several good pads that I have seen. I have used the Koala and know it is good. I have seen the Power pad hooked to a commodore. The software was very slow in responding, but that could have been due to the computer or the particular software that was being used. I saw the Atari pad at CES last year. It worked, but I can't remember a lot about it.

As with anything, it is a good idea to see it demonstrated before you buy it. If everyone with a light pen or drawing pad would contact Diane Genshaw (355-8229), she may be able to put a demo of these into the program for a future meeting. It could be a lot of fun.

QUESTION - Is it my imagination, or are there a lot of stores that are dropping the Atari line?

ANSWER - You may be correct. I have noticed the same thing. It appears that many of the discount stores consider Atari to be too high priced for their stores. They are dropping Atari in favor of the cheaper Commodore. This may be a blessing in disguise. As the discount stores like K-mart and Meijers drop the Atari, more of the computer stores are looking at Atari with interest. If Atari can find a way to guarantee the stores a reasonable profit margin on future sales, the Atari can become the dominant computer in computer stores.

QUESTION - How do I get my question answered?

ANSWER - Send it to:

CHAOS
ATTN: QUESTIONS & ANSWERS
P.O. Box 16132
Lansing, MI 48901

We will do our best to answer it.

C.H.A.O.S. OFFICERS

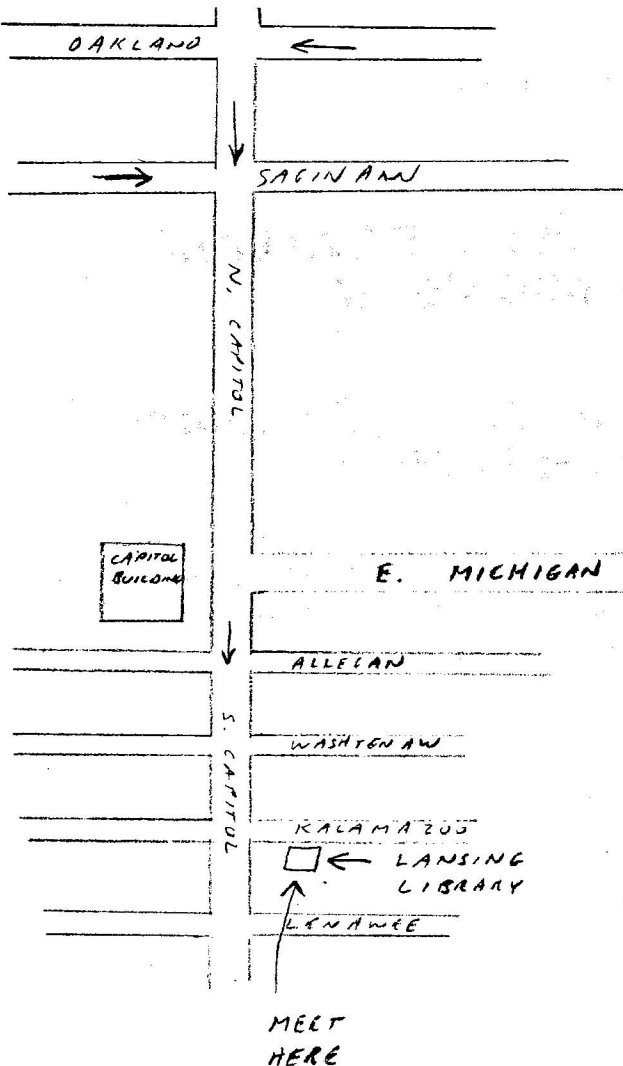
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CHAOS

JUNE, JULY, AND AUGUST MEETINGS WILL BE IN THE LANSING LIBRARY

Due to the summer schedule for the Foster Community Center, it will be necessary to change the meeting location for the summer. You will remember that last year we met elsewhere during July and August.

This year we will need to meet in the Lansing library for the June, July, and August meetings. We will meet on the same dates as usual. The meeting dates are 16 June, 21 July, and 18 August. The meetings will start at 10:00 AM and end at about 12:30-1:00 PM. The address is 401 S. Capitol. It is located in downtown Lansing near the Capitol building. Here is a small map of how to get there:



The meetings will be shorter and very compact. We will minimize business, if possible, and get on with the fun stuff. The June meeting may go a little longer. That will depend on how long people want to stay around and look at what is in the library or talk about the CES.

NEW PRODUCT ANNOUNCEMENT!

23-APRIL-1984

Barr & Barr the creators of William--the 31 pound transportable that set new industry standards on it's introduction three years ago is proud to announce a new lap-top portable, the Guinevere. Weighing just 6# 14 oz. and 21" long, the Guinevere comes with several gigabytes of auto-programming semi-holographic colloidal RAM.

The Guinevere's case has a pleasantly smooth finish and comes in an appealing beige.

The sophisticated autorunning programs which come standard allow for a diligent interactive programming environment involving touch-sensitive, verbal, and visual input.

The standard I/O ports include phoneme speech synthesis, visual digitizers (stereo, blue) capable of sensing the entire visual spectrum, and remote sensors capable of discriminating into the near infra-red, as well as several other forms of I/O.

The Guinevere is capable of several hours of operation between recharges, though it does spend a great degree of time in quiescent wait states.

Perhaps best of all, the Guinevere is also available in kit form, capable of being assembled by two unskilled workers in an afternoon.

JUNE MEETING: BIGGER THAN EXPECTED

by Ike Hudson

If you want to know what is new in the computer world, come to this meeting. We have several members who will be going to the CES. If Atari makes any new announcements, we will get the details at this meeting.

Even if you aren't interested in what happened at the CES, you will want to be at this meeting. We were originally going to demonstrate the club library. Due to other commitments by our librarian and some new items that will be available for this meeting, but probably not again for several months, we will postpone the library show until July.

This will make it a little easier for everyone. We will only need the equipment that is normally scheduled to come in. If you are wondering what new items are available in June, but not again for several months, then keep on wondering. I won't tell and I'm the only one who knows! I will say that the CES is just prior to the June meeting. CES is where most new products are announced. Many of the products announced in June are not available in stores until September or October at best. If you doubt that it will be worthwhile, then stay home. I am sure you will hear about it for months to come!

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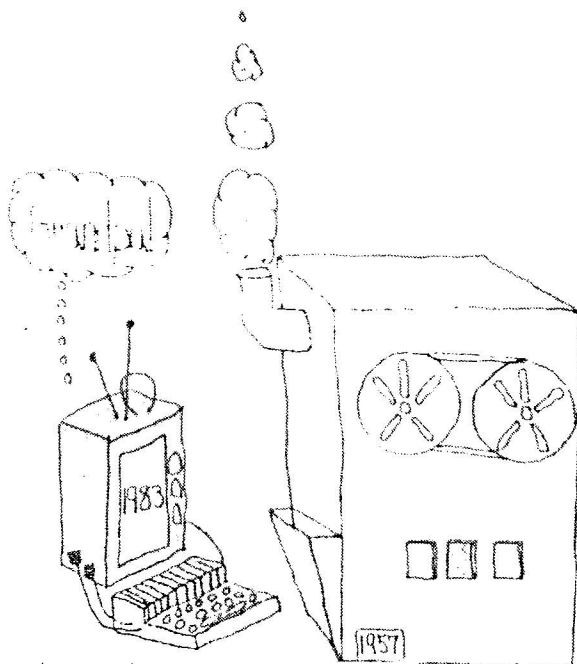
CHAOS

RBF INC. GIVES DOOR PRIZE

Prior to 10 May, I did not know who RBF INC. was or that they existed. Now I know who they are, and would like to thank Tom Goble of RBF Inc. for contributing the 3M Anti-Static pad to the Michigan Computer Consortium for the Second Annual Foster Community Center Computer Faire. It is interesting that he contacted me to provide this support. I did not have to call to solicit a prize. That is the kind of support the Consortium and User Groups need. RBF Inc. is the distributor for a variety of products. Some of these products are all 3M products, printer ribbons, software compatible forms, clean perf letterhead paper and continuous envelopes, custom designed forms, and shade carbonless stock paper.

If you would like to order from Tom, his phone number is 323-3181 and his address is RBF Inc., 3798 Capitol City Blvd. That is near the airport. Thank you Tom and RBF Inc. for your support. Tell him you were sent by Energy, the Magazine of the Michigan Computer Consortium (MC2).

Computers:
1957-1983



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The JUNE meeting
will be in the
Lansing Library

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How to italicize or underline using TEXT WIZARD and MX80

First create the text in the normal way. Then print it to disk (respond to the PRINT DEVICE:FILENAME prompt with D:PRINTER). After you have printed your file to the disk load the file back in. Now use the editing functions of TEXT WIZARD to add the commands for italics or underlining. Put the cursor where you want the italics or underlining to begin. To turn on italics type "esc" 4 (hit the key marked esc twice, you will see a double e on the screen) then type a 4. To turn off italics type "esc" 5. To turn on underlining type "esc" - (hyphen) "CONTROL A". To turn off underlining type "esc" - (hyphen) "CONTROL , (comma)". To print the finished document SAVE it to the printer. You can use the search and replace function to save yourself work by typing "*si" for start italics and replacing it with "esc" 4. Just make sure that what you use for the four codes is not somewhere else in your text.

CHAOS

TRAINS REVIEW

Spinnaker \$39.95

Review by Ralph Fellows

Summary

A good game. You operate a freight train, picking up and delivering commodities. If you do well, you advance to the next tougher of eight levels. If you run out of fuel and money, you go out of business and have to start over. For one player. Playing time is 5 to 20 minutes at each of the first seven levels; the eighth level is much harder and can take much longer.

Details

Trains is a recreation of 19th century rail-roading in the American west. You are the operator of a coal-burning freight train. You carry oil from wells to refineries, food from farms to markets, lumber from logging camps to sawmills, and ore from mines to factories. As you pick up and drop off your goods, you collect money -- freight charges.

But to keep your train running, you have to purchase coal from time to time and meet an occasional payroll. You must make sure that you collect money faster than you have to spend it.

Each time you exhaust all the resources at a

well, farm, camp, or mine, the game builds a new segment of track. After building about ten of these new segments, the game lets you advance down the newly-laid track to the next level of the game.

The early levels of play are fairly easy, with only one or two commodities to worry about. The higher levels, with three or even all four commodities in play, are considerably tougher. You are penalized, you see, if you don't keep the goods flowing. If too many goods pile up at a well, farm, camp, or mine, a work stoppage occurs -- similarly if goods run short at a refinery, market, mill, or factory. Each time work stops, one of the new track segments disappears.

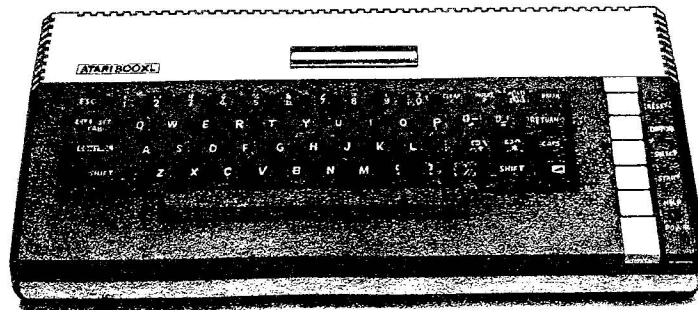
You control the speed and direction of travel with your joystick, pushing forward to speed up and pulling back to slow down or move in reverse. At each track junction, you select the branch to take by leaning left or right. When you have stopped your train next to a source or destination, you load and unload your cars by pressing the button. (Pushing the button when you're not in position to load or unload blows the train's whistle.)

The space bar lets you examine either the current contents of your train or the levels of goods at the camps, mills, factories, and so on. You can freeze the game at any point.

Your speed and the weight of your load affect both your coal consumption rate and the time it takes to accelerate and decelerate. If you get moving too

PRO VIDEO

PRO VIDEO

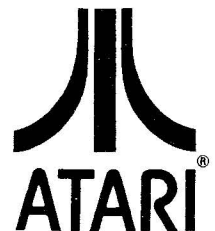


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CHAOS

TRAINS continued

fast, you may overshoot your target and have to stop and back up, burning extra coal and wasting precious time.

Each of the eight levels is played on a different map. There are actually only two track arrangements, but the wells, farms, camps, and so on are located differently -- and progressively more awkwardly -- on each succeeding map.

The price of the game varies from about \$28 to \$40. You can order it at several local outlets.

Opinions

The graphics are good, although the animation is not as smooth as I've seen in some other games. The sound effects are excellent, and the playing mechanics are simple and straightforward.

I enjoyed playing this game, but I lost interest in it sooner than I had expected. Once I figured out the optimal routes for the first seven levels, they were no further challenge. (I never did figure out an optimal route for level eight.)

The game has at least one annoying flaw. When you approach a junction, you must not think of left or right from the viewpoint of the train, but rather from what you see on the screen. For example: if you are travelling south, you would expect to turn right at a junction to end up heading west -- instead, you must turn left. This takes some getting used to.

The game is advertised as suitable for ages 10 and up. I think it might keep a young audience busy for a lot longer than it did me.

CHAOS FAIRE EXHIBITION HUGE SUCCESS!

by Lance Ward

Thanks to an abundance of support from our members, ATARI was well represented at the 2nd annual Computer Faire. Mike Aldrich, who was last years equipment coordinator, was also this years equipment coordinator. Needless to say, he outdid himself by successfully arranging for over twenty ATARI computers to be on display at the same time. Congrats Mike!

Also to be congratulated, are the many local retailers in the area who contributed merchandise to be distributed in the form of doorprizes at "THE GREAT CHAOS GIVEAWAY!" in the CHAOS exhibit. Castle Communications, a local ATARI retailer, provided the grand prize. An ATARI 400 computer! Other stores, such as The Kruse Co., Home Video Outlet, N&T Computing, and others, generously provided merchandise that was given away as doorprizes. Hats off to all of you!

And last but not least, Thanks to the many CHAOS members who provided their time, equipment and individual talents to make the CHAOS exhibit the largest, busiest and most attractive display of them all. The dedication and spirit you displayed will serve as a good example as to the kind of people that are members of CHAOS. Thank you all!

TAPE USER HELP

by Leo Sell

Recently we put together a disk to help the tape users of CHAOS better access the CHAOS Library. It is called the Tape-Users Disk. It is oriented toward the complete novice disk drive user. If you can power up a drive you should be able to use this disk very easily. The disk contains an explanation program and two programs to help you after you purchase your disks from the library.

As many of you are aware, we are now encouraging the tape users to purchase disks from the library and then find a disk user to assist them in dumping their disk to tape. The reason for this is two-fold. One, we believe that most tape users will upgrade to disk within a year. Second, the time a librarian would have to spend if making tape copies would be prohibitive (not to mention the reliability problem from one tape drive to another.) If you have a problem locating a Disk drive you may be able to make arrangements at the State Library or MSU.

As far as the programs the Tape-Users disk contains, here is a brief explanation. One program will dump all of the Basic programs on a disk down to one tape. Then, at the tape users leisure he can transfer the programs to single tapes. The other program will allow the tape user to create boot tapes from machine language files. These are usually labeled with an .OBJ extender.

It was my hope in putting this disk together to make it very much self-explanatory. The cost is only three dollars including the disk. I hope you find it useful.

ARCHON:

The Light and the Dark
Review by Steve Meck

Atari, 32K Disk

A new game by Jon Freeman, Anne Westfall, and Paul Reiche seems to have everything going for it: good graphics, useful documentation, solid play mechanics, and a storyline to base the game upon. ARCHON is a hybrid game utilizing elements of Chess, Go, and Dungeons & Dragons in a very effective manner.

The game is played on two different screens, the strategy screen and the combat arena screen. The strategy screen is a 9 by 9 matrix similar in layout to a chessboard with 18 icons representing the forces of Light and Dark. Various icons have their own different modes of travel, attack, and defense.

In chess, when one player places a piece on a square already occupied by the opposing player, the attacker automatically wins. In ARCHON, you must beat the defender in battle on the combat arena screen to claim that square. Note that the squares on the strategy screen are constantly shifting between light and dark. A dark icon is stronger when occupying a dark square and a light icon is stronger when occupying a light square (hence the name, The Light and the

continued

CHAOS

ARCHON continued

Dark). The square you now hold may be to your advantage, but alas, time shifts the colors against you and you must leave the square or risk confrontation on your opponent's terms.

The game comes with a demonstration mode to help you learn the game, but you would be crazy to follow the "strategies" depicted in the demonstration mode. The computer shows you how to die quickly. When you attempt to play the computer in a real game, the computer opponent doesn't make the same moves it did in the demonstration. The computer goes right for the jugular. It would be better to learn the game with a live opponent (or, lacking suitable competition, learn to play against yourself). Strategy hints supplied by the authors are good, but experience is needed to really test the computer in game play.

There are a few disappointments during the combat arena screen; the action can be too slow, and the outcome of some of the battles is questionable, to say the least. I'm not saying the one-player-game cheats, but an umpire or referee would be nice sometimes!

The most important piece on the board is your Mage (Wizard or Sorceress) which is capable of using spells to attack the opponent's forces. To win the game it is best to protect this icon. Victory is accomplished by eliminating all your enemy's icons or by controlling the five power squares on the strategy screen. It isn't as easy as it sounds to occupy (or control) all the powerpoints, as the mages occupy two of the five power points on the board at the start of the game. The remaining three power points are open squares to become occupied by opposing forces.

Overall, the game is a fine production with good documentation, better than average play mechanics and good graphics. It was conceived in a humorous vein, and it is a lot of fun.

Basic Users Group

By M. Aldrich

NOTICE!!! BASIC USER GROUP MEETINGS ARE NOW JUST the 1st WEDNESDAY OF EACH MONTH. This is because of summer and also it will be held at members homes. Call Ron Onufer at 394-0281 or me at 394-2412 to find out where. The next meeting will be at Ron's house.

At the May 3rd meeting we learned how to do Redefined Character sets. The May 16th meeting was the first of many meetings where Vertical/Horizontal coarse and fine scrolling will be the topic. The Basic User Group will be learning the more advanced features of the ATARI, but don't be afraid to join us because we are always glad to help bring the beginners up to speed. Well, until next time, See Ya!!!

The Alphacom 42 Thermal Printer.

Reviewed by Greg Barr

If you don't have a printer, buy one of these. If you already have a printer, buy one anyway.

The folks at Alphacom really have a good one here! The "42" is a 40 column thermal printer (apx \$90) with intelligent interface (apx \$10) giving you the entire ATARI character set, all 256 of them, reverse video, graphics, and everything in an under \$100 package.

PLUSES:

- Entire Atari character set
- Small & lightweight
- Very inexpensive
- Available blue & black thermal paper
- Can use several cheap interfaces if you own other computers
- Relatively fast (80cps?)
- Quiet

MINUSES:

- Like 410 recorder, must be at end of daisy chain
- LPRINT doesn't allow for continuation (;) on same line, must use OPEN # & PRINT # instead.

NEUTRAL:

- 400' rolls of thermal paper are available at about the same cost as 83' rolls. (\$6-\$10)

Long Review:

I have been using the Alphacom for over two months now and find it an excellent printer, especially for program listings as it shows the "real" special character you have typed instead of "going crazy" or ignoring it like most printers seem to. The printer itself is a "generic" print mechanism which depends on its interface to know what to do. If you have several different computers, you can use one printer with an interface for each type of computer. Currently interfaces are available for II, Commodore & Atari, with interfaces soon for Apple, RS-232, Centronics Parallel and IBM.

By the Way: Alphacom has a big brother now, the 82, with 80 column output (apx \$150) which uses the same interfaces but has a more "businesslike" look.

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Diana Chattulani
349-4506

CHAOS

Price Fixing in MULE

by Ralph Fellows

We have an experienced group of M.U.L.E. players. Each has played dozens of games.

Long ago, four of us decided to see if we could maximize the total output of the colony. One player bought all four river plots and fed the rest; one bought several desert plots and provided all the energy; one bought a few mountains and mined smithore; the fourth player concentrated on crystite. By using collusion to transfer goods cheaply and to make sure the crystite player got all the good crystite plots, we ended up with a total worth of about \$150,000. But it all seemed a sterile exercise, so we outlawed collusion and discouraged co-operation -- nowadays, it's every man for himself.

Most of our games total out between \$55,000 and \$85,000, with the winner ending up worth \$20,000 to \$30,000. But our group recently played an aggressive, cutthroat game that totalled out at \$168,000! Here's how we did it.

You may think that it never pays to sell your goods on turn twelve. The Mechtrons certainly never do. And it doesn't make much sense to sell your goods to the store -- what would be the point?

Still, it isn't forbidden to buy or sell on turn twelve. You have to sit through all four auctions anyway, watching the time bars dwindle, until you see the final score. Why, we wondered, did the Buntens brothers (the game designers) bother to include these four dead auctions at the end?

Then it happened. In an otherwise-normal game, the third-place and fourth-place players both finished turn twelve's production with huge surpluses of energy and very little else. Numbers one and two had converted to crystite long ago, so there was almost no energy in play except what numbers three and four had between them.

The smithore, crystite, and food auctions were over, and the energy auction was about to begin. A short discussion occurred between numbers three and four, and number three positioned himself to sell while number four settled on the buy side. When the bidding started, number four ran the price of energy up to \$300 or so, and number three sold him one unit just before the gong went off.

When the final results came up, the two energy barons had moved into first and second place! The computer had evaluated their energy at its last sale price!

"Collusion!" cried the other players.

"Not true!" came the reply. After all, they hadn't excluded the others from participating in the auction.

This led to a heated argument, which almost broke up the group. What was the point in working hard for

twelve turns if shenanigans like this could turn the game on its head on turn twelve?

Cooler heads prevailed, and we continued playing. We soon realized that this trick could be used on other turns. If, for example, there are only three unowned plots left, you may want to artificially inflate the worth of another player's goods to (temporarily) push him into first place -- then he won't be able to get a new plot.

And the trick can be used with other commodities as well. It's particularly effective in crystite, since the price marker moves in \$4 increments -- you can bid it up to \$750 or so with no effort at all. (That's how we got to \$168,000 in the game mentioned earlier. The loser ended up worth \$29,000!)

What can the other players do to prevent these maneuvers? They must maintain ample supplies of all commodities, so that artificial price increases help them as well as the price fixers, or so that they can exhaust the fixers' cash by dumping the goods at a cheap price.

In a sense, this trick is collusion. It's a form of price fixing by the suppliers -- an oligopoly. You may want to forbid it in your games, since it makes the rest of the game both harder and lower-scoring. But it certainly adds a new dimension to M.U.L.E.!

ONE-LINERS

By Greg Barr

I am planning a semi-regular column for the newsletter involving very short programs for the Atari. Program size should be limited to about 100 keystrokes, or better yet just one line. If you run across a neat program, get it to me:

Greg Barr
PO Box 1343
East Lansing, MI 48823

I am looking for graphics demos, utilities, or anything which shows off the Atari. I prefer Atari Basic since almost everyone has it. Peeks & Pokes are OK.

This month's special: checkbook balancing! If you have a printer use:

10 I.A:B=B+A:?)A,B:LP.A,B:G.10

If you don't have a printer use:

10 I.A:B=B+A:?)A,B:G.10

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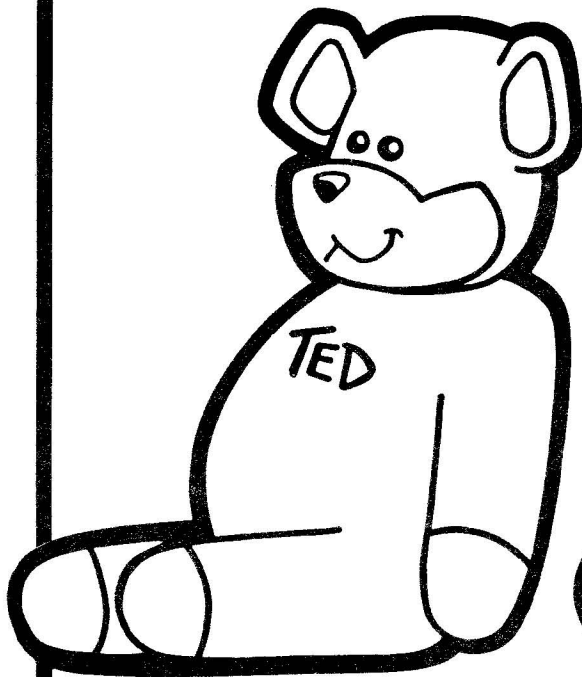
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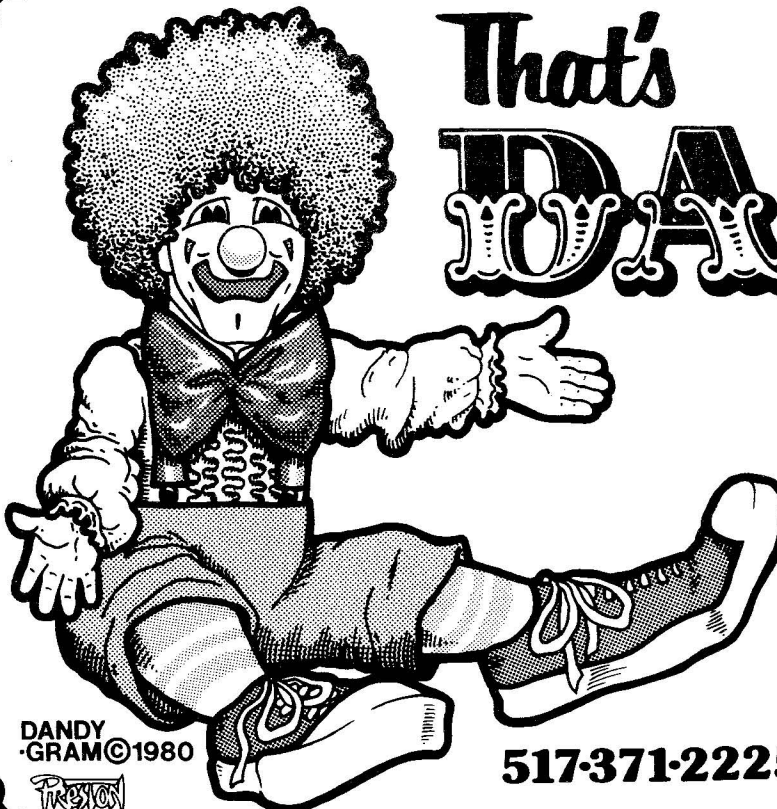
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CMTUG

CMTUG CLUB NOTES

by Dennis C. Cullinan

The second annual Foster Computer Faire took place as announced last May 12th at the Foster Community Center. Competing with near-perfect weather for the attention of the area's cabin-fevered public, we gathered a nice crowd of people. The main doorprize drawing alone gathered 184 registrants, and there were many more milling around amongst the fine displays by various computer user groups. The doorprize, a 3M anti-static mat, was won by Don Mercer, of 1109 N. Foster Street (a Commodore user, I believe).

CMTUG's exhibit was relatively modest. Only Sky Tribell and Gordon Williams had volunteered for this important community service, and when Gordon was laid low with illness, poor Sky was left to handle the hordes alone. Sky did have his Model 100 and Model 4 there, though. He reports the traffic was manageable, and that they were apparently pleased with what he had to show them.

As usual, we learned a few things that will make next year's Faire even better. To begin with, there has been talk of holding the Faire in October, to capitalize on the back-to-school mentality, and to minimize competition with glorious weather for the crowds. Also, the concept of offering door-prizes developed too late this year for us to publicize them properly. Next time this will be heavily promoted. One also wonders if the parking situation would allow a much larger crowd than we actually had. A number of people complained they had to park blocks away.

MAY MEETING

May's meeting featured a presentation of PFS:File, by Joe Yarbrough, director of libraries for the Waverly Schools. Joe offered a full description of the functions of the program, as well as the additional features permitted by PFS:Report. He did a pretty good job of keeping library jargon out of his talk, but it was clear that it was in the management of his library functions that he has exploited the program's capabilities to the fullest. He passed around examples of the printed output he has developed: circulation management and record-keeping; book catalogs; audiovisual booking, etc. The members were so impressed they gave Joe an ovation. One member even suggested the PFS people should give Joe an award for wringing out every bit of power the program can support!

Concluding the meeting, as well as the series of data management demonstrations, was Ron Zajac, who explained how to use ISAR, the data file manager written by Charley Butler and Ken Edwards, and marketed by The Alternate Source. (Hope I've got those facts straight)

JUNE MEETING

We'll meet again on Sunday, June 3rd, at the Library of Michigan, 735 E. Michigan Avenue in Lansing, at 1 PM. This time we will feature a videotape on microcomputer communications, covering networks, bulletin boards and commercial information utilities. There will also be a doorprize drawing for all members in attendance. Bring a friend; anyone joining before the drawing will be eligible.

In meetings further on down the line we will have a talk on CP/M, how to get it into your life, and how to get the most out of it. We still want to offer a "print-off", demonstrating the strong points and features of a number of competing printers. And we want to start featuring some of the better programs available free to CMTUG members in the public domain software library. Many members have a full set of these disks, but don't really know what they've got. We do want your input on what kind of presentations you'd like to see at CMTUG meetings. Drop me a note at the MC2 address on the cover, or call me at 351-2175.

Getting Extra Disk Space with Profile III +

Daniel Sapp
Director Special Education
L'Anse Creuse Public Schools
47260 Sugarbush Road
Mount Clemens, MI 48045

In the past year our Special Education Department has become a frequent user of the Profile III + program for our student registry, building budget, and an unending list of other uses. However, adequate disk storage space has been a problem. The "System" requirements of the Runtime disk severely limited the size and type of file that we could use on a two disk drive system.

This summer, I discovered a method for gaining the extra disk space needed. Briefly stated, both the Runtime and Creation "CMD" are placed on a single disk to be used in drive <0> and a blank formatted disk is used in drive <1>. Each time the program asks for the drive number that contains the Runtime disk you must enter the number <1>.

If a merge with SCRIPSIT or VISICALC is desired, copy the Runtime "CMD" files onto the SCRIPSIT or VISICALC disk. Once the Runtime files are on the appropriate disk record selection, document creation, and the merge can take place using the "DATA" disk in drive <1> and the "PROGRAM" disk in drive <0>.

This method of using the Profile III + program provided approximately 233 free granules for program and data storage on a single disk and significantly improved the usefulness of the program for our needs. For your convenience I have included a brief, more complete, description of the process.

PROCEDURE

1. Insert Profile III + Creation disk in Drive 0 and the Runtime disk in Drive 1.
2. At "TRSDOS READY..." type "COPY /CMD 0:1" and press **ENTER**. This will copy all the Profile Creation programs onto the Profile Runtime disk.
3. Remove the Profile Creation/Runtime disk from Drive 1 and put it into Drive 0.
4. Insert a blank "DATA" disk in Drive 1 and at "TRSDOS READY..." type "FORMAT 1" and press **ENTER**.
5. You may now set up your Profile programs. Remember always answer the question "WHICH DRIVE HAS THE RUNTIME DISK?" with Drive 1. This will put all your files on your formatted data disk in Drive 1. You will always need a Runtime Disk in Drive 0 to operate your programs. However, you will generally have in excess of 200 free granules for file expansion or about 500 large records.

CMTUG

PREXY PALAVER

by Dennis C. Cullinan

It is about time we said a few words about the administration of CMTUG. As many of you know, we have not had a wide base of support from members in the actual running of the club. Last summer we started to publicize the nominations for new officers. At that time Harold Haughton was president, Dennis Hill was secretary/treasurer and Ken Edwards was vice-president. All three officers wanted to step down, and yet there were no volunteers to run for the offices. I had been newsletter editor for some time and felt (as I still do) that it was a full-time job, but I reluctantly advanced my name for president, since no one else seemed interested. Dave West agreed to run for vice-president. No one spoke up for secretary/treasurer. Then we slid into the crisis that almost killed CMTUG altogether. I withdrew my candidacy; the meeting format was changed; we instituted the concept of separate executive council meetings to transact the essential business of the club. That executive council has been an *ad hoc* group, including Harold, Dennis Hill, Gordon Williams, Sky Tribell, Dave West, Bill Torrance, and me. At present, there is no one who has actually been elected by the membership to any of CMTUG's offices. The club checking account has my name as president and Bill Torrance's name as secretary/treasurer, so the essential transactions of the club can be carried out. But folks, this just ain't right!

Our membership has grown this year from the crisis-time pits of around twenty-five to a present total over forty. There are many more TRS-80 owners out there who need the services and the information exchange afforded by CMTUG membership. Proper publicity and a continuation of interesting presentations at meetings will attract these people to join. But there's got to be a few of you out there who are willing to take a leadership role to maintain and extend the improvements already made.

Although they are not elected, here are our present "officers": president - Dennis Cullinan; secretary/treasurer - Bill Torrance. We need the following: president (so I can get back to editing); vice-president; software librarian (many new members have been attracted by the CMTUG software library, and we need someone to make copies and add to the collection). This last is not an elective post, but it is very important. Also, I have been, for years now, the club book librarian. I am content to continue in that capacity; I keep the collection in my office at the Library of Michigan, where our monthly meetings are held; and members can have access to the collection anytime the Library is open (not just during club meetings).

I urge each of you to give this some thought. Many hands make light work, but that work must be done and YOU can help.

TRS-80 HAPPENINGS

by Dennis C. Cullinan

Although Tandy has not monopolized the media with block-buster announcements such as those by Apple for its Macintosh and IIc products, there is still some life in Fort Worth. Seems the Model 2000 is beginning to be shipped in larger quantities, the Model 100 continues as the act to beat in lap-size portables (a larger screen is predicted for the 100 soon), and the 4P is winning respect as a great bargain for the travelling businessperson.

The latest change in the TRS-80 product line is in the Model 4 desktop computer. Now the 4 has a green screen and a redesigned keyboard with arrow keys grouped together. Perhaps the most welcome change of all to many buyers is the price: \$1595 list for the two-drive, RS-232 version. This is probably going to remain the regular price, although Tandy may make it sound like a limited-time offer. That price would meet the challenge posed by Apple IIe's new lower price. The higher volume dealers in this area already have the new versions, while the older ones will still be on the shelves of other outlets; be warned. On a similar note, the 4P will be shipped with green screens once the supplies of B&W tubes are exhausted. To help out in that department, 4Ps are on sale at \$1499 for a very short time -- think fast!

Another change from Fort Worth can be quoted from an internal Tandy memo to all dealers and franchisees: "Effective immediately, we are discontinuing publication of the TRS-80 Microcomputer News...."

Our reason for discontinuing TRS-80 Microcomputer News is simply that with at least eight TRS-80 oriented magazines being commercially published and widely distributed, our magazine has become essentially redundant. Furthermore, its very existence deprives those fine publications of badly needed subscribers."

Some readers will find little to mourn in this announcement, but as editor of *Energy* magazine I found it very useful, because Tandy permitted reprinting its articles, and the column widths fit our format so well. In fact, I've included a TRS-80 MicroNews reprint in this issue. There is some validity in their claim that the field could use a little less competition, though. *Basic Computing* magazine, which started life as *80 U.S.*, has folded up shop too, and *Computer User* magazine seems to have trouble getting its product out on time. It's in times like these that one is thankful that Wayne Green, despite his faults, has prospered enough to assure the continuation of *80 Micro*.

I hope I can continue to keep you informed of Tandyland news. They are telling their people to watch for a new series of product announcements for June. What could it be now? Stay tuned.

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INSIDE FACTS

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ROGERS ELECTRONICS REPAIR

The Kruse Company, a steady advertiser in *Energy* since its second issue in October, 1983, is in our spotlight this month. Proprietor Ron Kruse is one of the true veterans in this microcomputer movement, having bought and assembled an Altair kit computer in February 1976. For those of you who are unaware, that's one of those boxes whose I/O consists of switches and lights on the front panel...period! Ron soon concluded he was in over his head, so he promptly enrolled in a series of Heath Home Study courses in electronics. One of his first course projects was to assemble a Heath 19 CRT terminal to get around those pesky lights and switches. Soon he had acquired a Morrow dual 8" double-sided floppy disk unit, with 2.4 megs of storage. As if that were not enough, he also hooked on a Morrow hard drive unit.

Ron continued his formal computer education with data processing courses at Lansing Community College, taking Fortran, COBOL and BASIC (using PETs for the instrument of instruction). Then, in June 1982 he began a series of negotiations with the manufacturers of the newly formed Morrow Micro Decision computer. These negotiations culminated in February 1983 with an agreement for Ron to become a Morrow dealer, and he opened his shop at 826 West Saginaw Street in Lansing in May of last year. Happy birthday, Ron!

For eighteen years Ron Kruse worked for the federal Environmental Protection Agency; a major assignment was writing the rules and regulations for automobile emission control devices. In 1979 he became bored with EPA and went to take a job with Michigan's Transportation Department as

a chemical engineer, a position he holds to this day. That would explain why Kruse Company is open from 4:30 to 9:30 weekdays, 11 to 6 on Saturdays and 11 to 6 on Sundays. When I asked him how he could possibly handle all those hours after putting in a forty-hour week at a "real" job, Ron replied, "Well, I had three alternatives: sit home evenings watching TV, sit home at my computer, or run Kruse Company. I chose the third, and I still get to sit in front of a computer each evening."

As you might guess by now, Kruse sells the full line of Morrow products, which are 8-bit CP/M units that have earned a good reputation in the industry as solid and conservatively engineered computers. The line includes a hard-drive model, and the MorrowWriter, which consists of a one or two drive console, keyboard, CRT, and printer, but is designed solely as a word processing system. Ron also offers the Morrow delaywheel printer. Morrow systems are bundled with NewWord, SuperCalc, a spelling checker, Personal Pearl, the Sweet bookkeeping package, and MBASIC.

Other products in Ron's inventory are Novation modems, Star Gemini printers, Ringking diskette cases, Sybex books, Control Data and Datalife diskettes, diskette files, and CompuServe starter kits. He has also packaged two disks full of public domain programs (games, utilities, checkbook program, etc.) for the Morrow computers, boxed in a hardshell case for \$25.

Although he acknowledges Morrow is experiencing some growing pains, Ron is confident they will remain a viable force in the industry. Applicable signs of this are the 8088 card, complete with a 128K coprocessor and 128K of added memory, plus the strong rumors that Morrow is readying a lapicide compiler to put up against Tandy's 100 and NEC's entry.

There aren't that many dealers open late for those of us with 9 to 5 jobs, so I suggest you stop by Kruse Company some evening and see what Ron can offer to feed your habit. When you do, tell me Matt Cantrell sent you.

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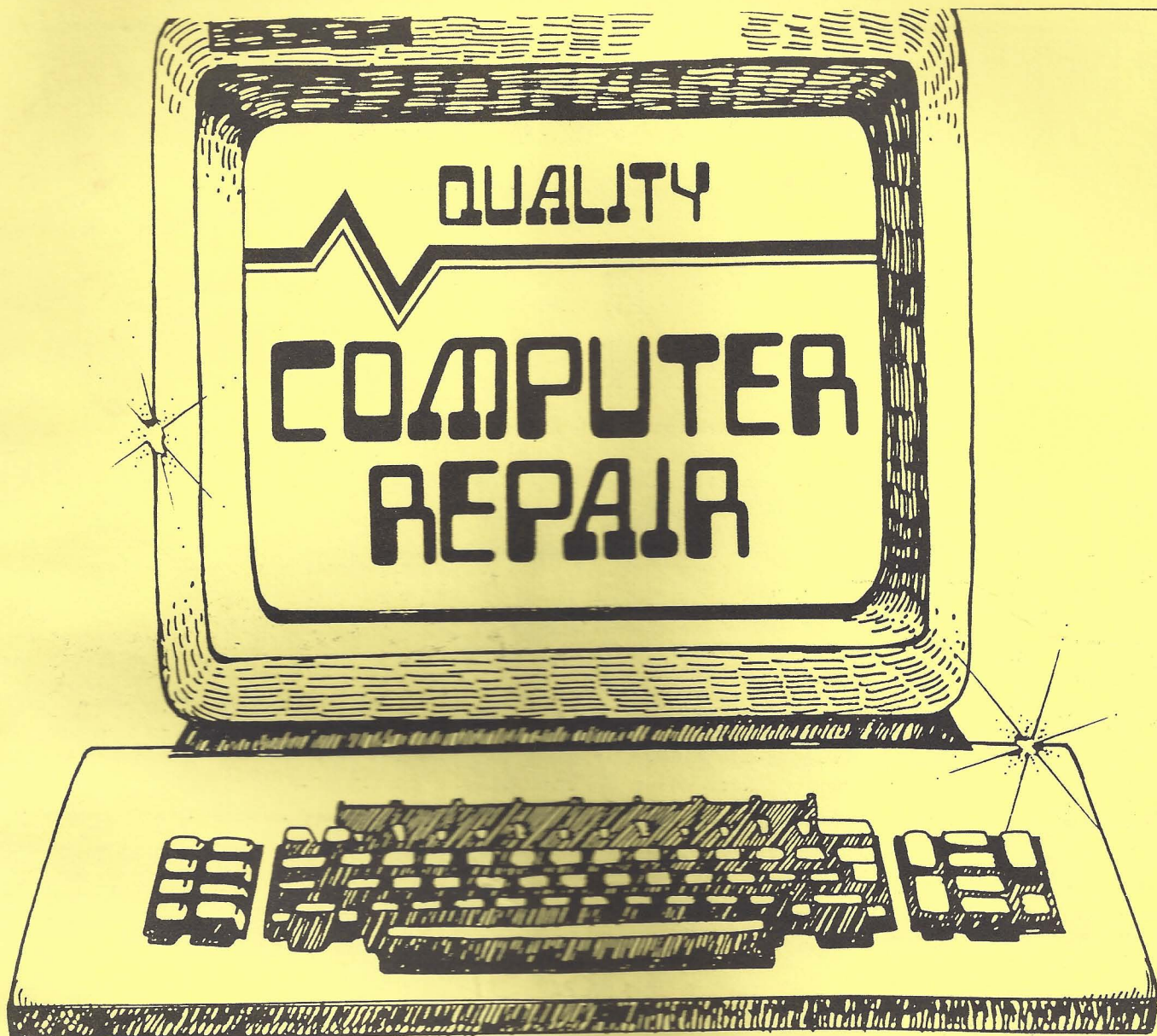


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